[3.5e] Home Made Spells

Spell
I whipped up some spells for a game of mine and thought I would share them.

A level 1 Druid spell

A level 1 Cleric Spell

A level 1 Wiz-Sorc/Bard Spell

A level 3 Wiz/Sorc Spell

A level 4 Wiz/Sorc Spell

Enjoy them, comment on them if you want.

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Ketham's Chain Lightning

Evocation [Electricity]

Level: Druid 1/ Ranger 1/

Components: V, S, DF

Casting Time: 1 standard action

Range: Short(60 ft +10ft/level)

Targets: One primary target, plus one secondary target/ level (Each secondary target must be within 15 feet of the primary target.)

Duration: Instantaneous

Saving Throw: Reflex for Half

Spell Resistance: Yes

As your say the words and wave you dominant arm in a jagged pattern, a small dark cloud forms over your primary target. The cloud flashes with lightning, when suddenly the entire cloud dissipates with a blinding flash, sending a channel of raw power down onto your enemy, radiating out into his nearby friends.

This spell creates an electrical discharge that begins as a single strike commencing from the thunderhead you summoned. Kethams Chain Lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d4 points of electricity damage per caster level (maximum 5d4) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level(maximum 5). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can

be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: a piece of Fulgurite (The glass lightning makes when it strikes sand.)

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Socratea's Champagne Spray

Conjuration

Level: Cleric 1/Paladin 1 /Druid 1

Components: V, DF

Casting Time: Full Round Action

Range: 15 ft

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex for Half

Spell Resistance: Yes

As you call upon your deity's power, your ears fill with a subtle bubbling sound. An entire Jeroboam (4 Bottles in one bottle) of fine champagne appears in your hands bearing your deitys sigil prominently on the label. You grip it fiercly and begin to shake it chanting prayers all the while.

A cone of holy champagne shoots from the bottle you wield. Any undead creature or evil outsiders in the area of the cone effect take 1d6 damage per caster level. (Maximum 5d6.)

In the following round you may drink some of the champagne left in the bottle and regain 1d8 hp+1/Caster Level(Max 5). To drink the champagne is a standard action.

This spell also extinguishes nonmagical fires.

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Onemrious' Toolkit

Conjuration

Level: Sorcerer/Wizard 1, Bard 1

Components: V

Casting Time: 1 Standard Action

Range: Touch

Target: One Case/5 Levels

Duration: 10 Min/Level

Saving Throw: None - Harmless

As you mutter the words, including the name of the long lost limb swapping sorcerer, a small black leather case materializes in front of you. When you open it you realize it has every tool you could ever ask for in it.

This spell summons an extradimentional bag that contains the masterwork version of any tool or kit you can think of. Unlike most masterwork tools, these grant a +3 on the skill checks associated with them

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Onemrious' New Limb

Conjuration, Necromancy

Level: Clr 3, Sorc/Wiz 3, Pal 1, Druid 3, Bard 4

Components: V, S, F(detailed below)

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Savnig Throw: Will Negates (Harmless)

Spell Resistance: Yes (Harmless)

As you bring the new limb near the stump you smear the new owners blood on it. Then you carefully move your hands in a sewing motion, as you do a thread of white light comes from your finger and begins to stitch the limb onto the new owner.

This spell allows you to attach a new limb to someone who has lost one. This spells also heals a single point of ability damage.

A new limb can be attached at any point after the injury, whether it is immediate or the wound is over 200 years old.

Focus component: You must have a new limb from a similar creature to attach, a humanoid arm for a humanoid etc... Size category also matters.

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Onemrious' Temporary Gift

Conjuration, Necromancy

Level: Clr 4, Sor/Wiz 4,

Components: V, S, F(Detailed below)

Casting Time: 1 Standard Action

Range: Touch

Target: Creature Touched

Duration: 10 Minutes/Level

Saving Throw: Will Negates (Harmless)Unless target is living(partial)

Spell Resistance: Yes (Harmless)

You utter the words and touch the part of the slain creature to steal. You can see it rapidly growing on your target until it is finished.

When you use this spell you must either have a fresh creature to use, or a very well preserved body part. DM's Discretion. Any biologically related functions to the body part stolen function normally.

Once the spell duration is over, the new limb (or whatever) withers and dies, falling off like a scab. It cannot be attached again with this spell as the necromantic energies have ruined it.

Targetting a Living Creature

If this spell is used against a living opponent the effects differ in that the duration of the effect changes to 5 minutes/level and allows a will save to the target creature. If the target fails the save the limb (or whatvever) is stolen successfully and the target loses that ability for the duration of the spell. If the target makes its will save it takes 3d8 necromantic damage, and loses the ability targeted for 1 round. A creature without a distinct anatomy cannot be targetted in this way.

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